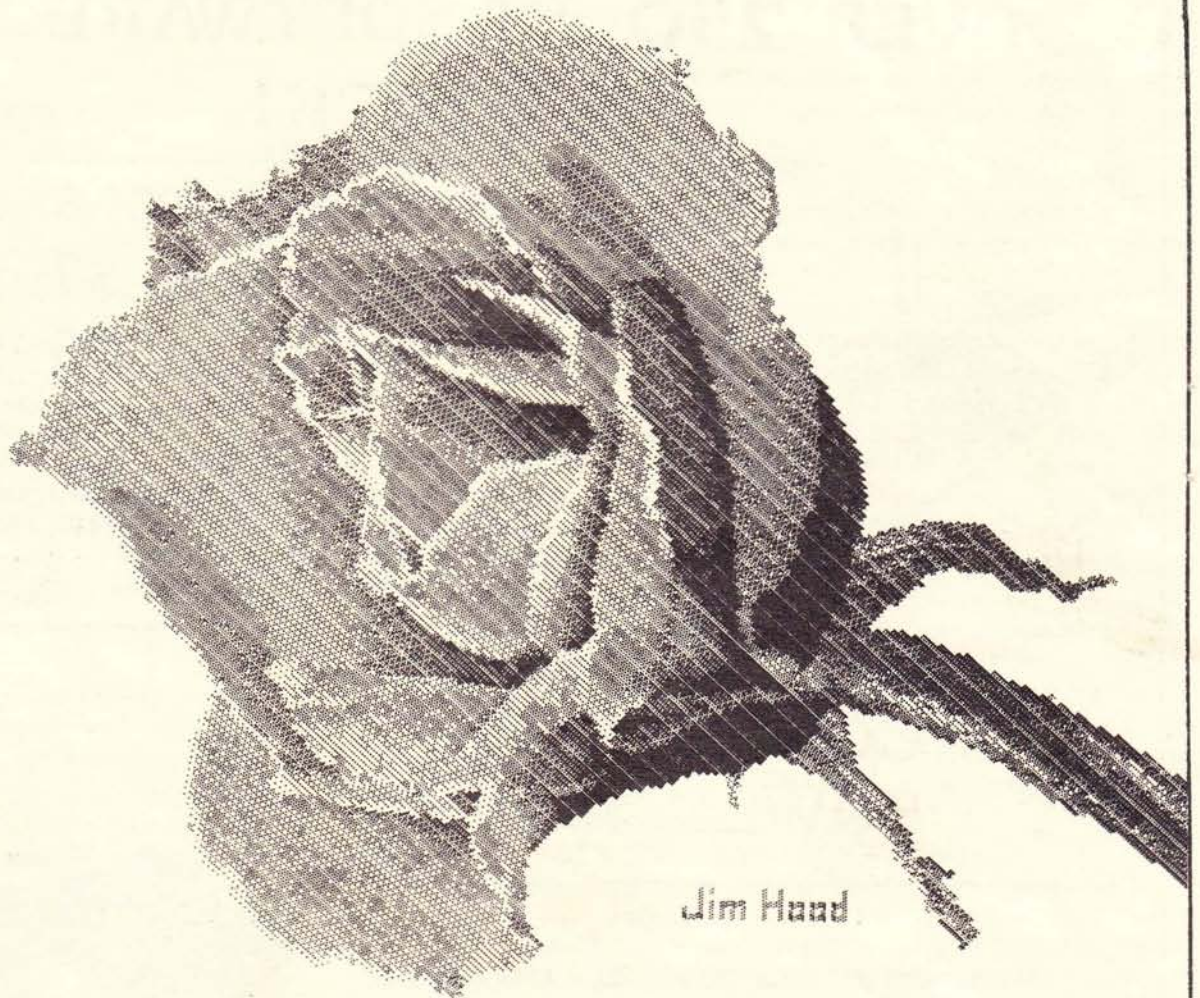


SLECC Journal

San Leandro Computer Club

February 1987



Inside:

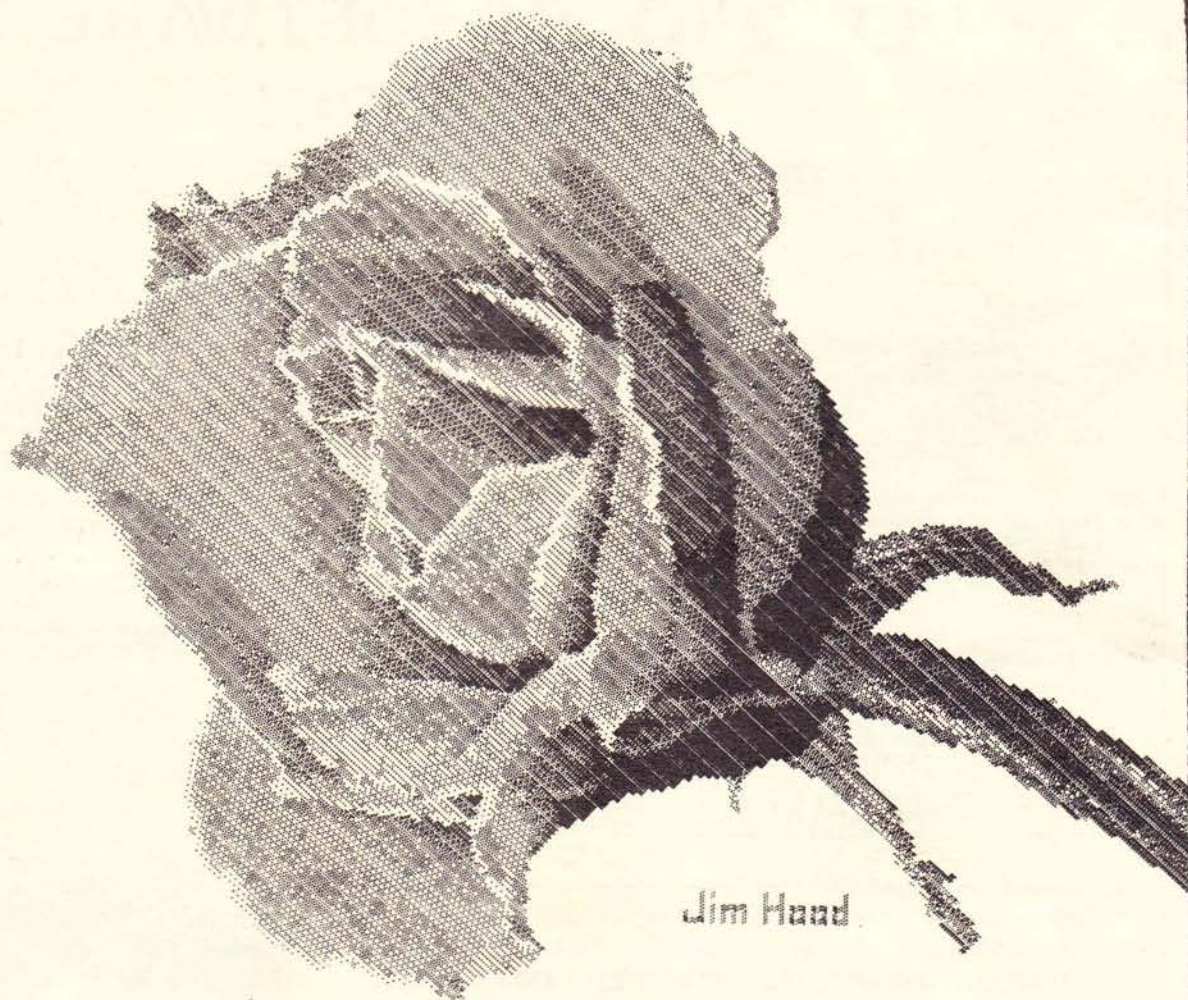
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SAN LEANDRO COMPUTER CLUB

P.O. BOX 1525
SAN LEANDRO, CA 94577-0152

An independent, non-profit organization of ATARI microcomputer users. Membership fees of \$20.00 per year provide access to the club print and magnetic libraries, subscription to the journal and participation in club activities.

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MINUTES General Meeting Jan. 6, 1987

The meeting was called to order at 8:05 PM by President Bob Barton.

Roll call of Officers: Present were Pres. Barton, Secty. Moran, Treas. Hansen. Absent was VP Sawley.

Announcements:

The President will have a meeting early this month of all the members who have volunteered to work on the JOURNAL.

We will purchase the club's 520 ST this next week.

Tonights speakers will be Lois Hansen who will speak on education and the computer and Jim Hood who will demo a new desktop publishing program on the ST.

Program Chairman Dick Scott announced that next months speaker will be from Electronic Arts. They will demo programs on both the 800 and the ST.

Lois Hansen, tonights speaker is a teacher with the public school system specializing in Computer education.

Lois stated it was important that a child has a computer of their own rather than sharing the parents computer. This way it is always available to them. She spoke at length on the different computer systems being used in schools, mostly apples because of great public relations early on when the schools were first getting interested in computers.

The many areas that Lois covered in her presentation included cost and availability of educational software for different types of computers. For younger children basic is the language of choice.

Lois concluded her talk with demonstrations of software for both the 8 & 16 bit machines.

After a short break Jim Hood demonstrated a new desktop publishing program for the ST machines. Publishing Partner has a list price of \$149, which after watching what the program can do seems more than a fair price. After Jim has more of a chance to work with this program and better understand it's possibilities he will make a review for the JOURNAL.

Being no further business the meeting stood adjourned at 10:10 PM.

Respectfully Submitted
Jim Moran - Secretary

Atari at CES: Mega STs and a Better, Cheaper Clone

Atari Corp. news release
(From the ATARI BBS)

Las Vegas, NV. January 8

In a dramatic press conference held this morning at the Consumer Electronics Show, spokesmen for the Atari Corporation introduced a panoply of new products for 1987. Highlights included three significant new additions to Atari's flagship ST line of high-performance personal computers, a revolutionary low-cost laser printer, and an IBM PC-compatible personal computer of radically new design.

The new ST computers, dubbed "Mega STs 1, 2, and 4" incorporate one, two, and four megabytes of RAM, respectively. Encased in a newly-designed system unit with integral 800K microfloppy drive and detachable, ergonomic keyboard, the new machines are visibly different from Atari's current 520ST and 1040ST models, while remaining 100% compatible with them. Additional enhancements to the Mega machines include a battery-backed realtime clock, internal mounting space for an additional circuit board, and full external routing of the 68000 bus, making their architecture "wide open" for further enhancements. "We took all our customers' suggestions on how we could improve the ST, and incorporated them in this series," said Neil Harris, Atari's Director of Marketing Communications. Delivery of the new machines, via computer specialty stores, is expected to begin shortly at a price-point of "about \$1000."

The new Atari laser printer, shown in a prototype version, will match or exceed the performance of present laser printer systems while costing only about half as much -- about \$1500.

Atari has accomplished this enormous cost-saving by exploiting the power inherent in their ST computers. Coupled with a 2- or 4-megabyte Mega ST, the laser printer will form the output stage of a desktop publishing system costing less than \$3000 total.

Atari's new IBM PC-compatible machine, the Atari PC, is a radical departure from

present "PC clone" designs, offering top-of-the-line compatibility and features at a record-breaking price of under \$500. Housed in a system unit similar to the Mega ST with integral 5-1/4" floppy drive and detachable XT-style keyboard, the PC/XT compatible Atari PC sports 512K RAM standard (expandable to 640K on the motherboard), an additional 256K of graphics-dedicated RAM, a custom graphics chip providing enhanced EGA, CGA, IBM Monochrome, and Hercules graphics capabilities, and a Microsoft compatible mouse. It operates at the IBM standard 4.77 Mhz or at a high-speed 8 Mhz "turbo mode," and provides for the addition of an 8087 math coprocessor at either speed. A monochrome monitor designed for use with the Atari PC was also announced. Costing under \$200, the monitor supports all Atari PC graphics modes, including the high-resolution, multicolor EGA mode in grey-scale. Shipments of the Atari PC will begin in March.

The new products -- perceived by some as the fulfillment of promises made over a year ago by Atari CEO Jack Tramiel -- are universally hailed as milestones for the Atari Corporation. One informed onlooker commented: "It's as if Atari, in one fell swoop, had stepped to the leading edge in three markets: high-performance workstations, desktop publishing systems, and the lucrative PC-compatible game. They're going to be the company to watch in 1987."

With somewhat less fanfare, Atari also announced a new slimline 20-megabyte Winchester drive for its ST line, incorporating an extra port for daisy-chaining with other DMA-compatible peripherals, such as the new laser printer. At the same time, Atari announced price reductions on existing ST models. A 520ST CPU will now be available for under \$300 retail, a 1040ST with monochrome monitor for around \$799, and a 1040ST with color monitor for around \$999.

THE LASER PRINTER

A prototype laser printer, being

demonstrated by Atari here at CES, will form the basis for a full-featured desktop publishing system costing less than half the price of systems built around competing architectures. Designed to interface with Atari's ST line of high-performance personal computers, the new laser printer will be taken to market later this year at the astoundingly low price of around \$1500.

"Desktop publishing" -- the use of personal computers to produce high-quality printed matter -- has become a burgeoning industry over the past two years. Powerful, graphics-oriented personal computers such as the Atari ST are now routinely used in typesetting, page design, paste-up, and -- in combination with high-resolution laser printers -- for producing high-quality, "camera ready" output. However, largely because the price of laser printers has remained high, the cost of a desktop publishing system is still out of reach for many.

By redesigning the standard laser printer to take advantage of the power latent in the ST line -- particularly the new Mega STs -- Atari hopes to make full-featured desktop publishing a reality at less than \$3000 for a complete system; about what a conventional laser printer costs today. Designed to interface with the ST's high-speed DMA (Direct Memory Access) port and incorporating a standard laser "engine," the Atari laser printer will produce rapid throughput at 300 dots-per-inch resolution. Though technical details have not yet been revealed, Shiraz Shivji, head of Atari's hardware engineering division, states that Atari "has designed an admirably flexible system that includes all the advantages and few of the disadvantages of present laser printer architectures. The printer will be able to handle multiple fonts and standard page-description languages at the discretion of software. Moreover, adapting present software to use the laser printer's full capabilities should be fairly simple, providing such software has been written in conformance with GEM standards."

The Atari PC

The audience at this morning's CES press conference was stunned to learn that Atari Corporation, long a manufacturer of proprietary, high-performance home and personal computers, is planning to market an IBM PC-compatible machine. Industry insiders, however, were quick to note that Atari has always been known for bringing state-of-the-art products to market at low prices and for driving the industry by finding and staking out new turf. In this context, it is less surprising that Atari has chosen to bring their special brand of competition where, for the moment, the competition is hottest. "We saw no reason to ignore the fact that there are profits to be made in the IBM PC-compatible marketplace at this time." Says Neil Harris, Atari's Director of Marketing Communications, "especially since it is a different market than the one we are addressing with our high-end, flagship ST systems."

Presently, the PC-compatible industry is moving in two directions. At the low end, a group of more-or-less anonymous clone makers are packaging "bare bones" systems for the mail-order market. Buyers of such machines often find that they must add several hundred dollars worth of extra hardware before their "bargain systems" can accomplish useful work. At the high end, clone makers such as Leading Edge and Compaq are providing more complete systems than IBM itself. At prices starting at around \$1200 and up, however, these machines can only be considered bargains in comparison with the even higher cost of going with Big Blue.

In designing their PC, Atari management decided to run counter to both dominant trends. Instead, they reasoned that by applying new technology and old-fashioned manufacturing leverage, they could bring to market a fully-loaded, state-of-the-art system -- a "here's everything you'll ever need" PC -- at a price-point low enough to undercut even the "el cheapo" clone makers.

They appear to have succeeded. The Atari PC, which will retail for "around \$500," is a compact and elegant system loaded with

features not found on systems costing literally thousands of dollars more. Measuring about 22" square by only 2" high, the Atari PC system unit includes a built-in, half-height 5-1/4" diskette drive and integral power supply. An XT-style keyboard attaches to the unit via a coiled cable. A second 5-1/4" drive or ST-style 3-1/2" drive, capable of reading disks in either ST or IBM format, can be attached externally. But that's just the beginning.

The Atari PC comes with 512K of RAM, expandable to 640K via sockets on the motherboard. Standard serial, parallel, and combination video ports, and an ST-style disk port, are all included. A mouse port, based on the Microsoft INPORT chip, is built in, and an ST-type mouse is included with the system. Thus, unlike competing PC-compatible systems, the Atari PC will be able to run PCGEM, Microsoft Windows, and mouse-based programs like Microsoft Word, right out of the box.

The Atari PC employs an Intel 8088 microprocessor which can run at 4.77 Mhz and in an enhanced, 8 Mhz, "turbo mode." An 8087 math coprocessor, running at either speed, can be added via a socket on the motherboard.

As one would expect, Atari has paid special attention the Atari PC's graphics capabilities. Most low-cost PC compatibles support only the IBM Monochrome mode, and are thus text-only systems. A few of the more expensive clones include IBM Color Graphics Adapter (CGA) and/or Hercules monochrome graphics capabilities. IBM Enhanced Graphics Adapter (EGA) 640 x 350 x 16-color graphics capabilities have, in the past, only been accessible via expensive upgrades to a system's display circuitry and the purchase of costly high-resolution monitors. Moreover, purchasers of the supposedly downward-compatible EGA enhancements have often been disappointed to discover that IBM-style EGA isn't as downward compatible as they hoped -- some CGA software won't run.

Yet, Atari has managed to shoehorn IBM Monochrome, CGA, EGA, and Hercules graphics

capabilities into the Atari PC. Besides the fact that the Atari PC is the only PC-compatible to include EGA graphics as a standard feature, Atari's Shiraz Shivji notes: "our EGA is completely downward-compatible with CGA. As a result, users will experience no compatibility problems when using the lower graphics modes." What's more, Atari has announced a \$200 monochrome greenscreen monitor for use with the Atari PC that can display all its graphics modes; including the high resolution EGA color mode, using intensity gradients (gray scales) to represent colors. This is the first monitor that incorporates these capabilities. "The monitor is intelligent," says Shivji, "and recognizes the frequency of signals coming from the combination video port, adjusting itself appropriately to display whatever kind of text or graphics the machine produces."

The Atari PC is virtually 100% compatible with software available for the IBM PC and XT. While its slimline housing provides no room for mounting internal circuit cards, it is doubtful that more than a handful of users will require more capabilities than the machine provides in its off-the-shelf configuration. For those who do, Atari intends to provide an external expansion box in the near future.

ATARI FLAGSHIPS

Atari's new Mega ST 1, 2, and 4 computers, announced today at the Consumer Electronics Show, create new personal computer price/performance standards -- standards that the rest of the computer industry will be hard-pressed to meet or beat in 1987. Available starting at \$1000, the new machines will offer up to four megabytes of RAM memory: sixteen times that of most standard, high-end workstations.

The Mega ST is housed in an independent "system unit," about 22" square by 2" high, containing the CPU, a double-sided floppy drive and an internal power supply. The ST's normal complement of ports, including those for DMA, RS-232 serial, parallel, disk, video, cartridge, MIDI, mouse, and

joystick, plus an additional port for connecting the detachable, ergonomic keyboard, are included. The Mega ST system unit is reinforced to support a monitor and can be stacked with other components -- notably the enhanced 20-megabyte hard disk drive. Even fully loaded, it will take up far less room than present ST configurations.

The sleek new Mega chassis contains a redesigned ST motherboard, sporting significant enhancements. A battery-backed clock/calendar is now standard equipment, eliminating the present need to set time manually on power-up. The clock runs off alkaline penlight batteries -- more easily obtainable and less expensive than "coin-type" lithium cells.

The Mega ST architecture is "wide open," permitting internal and external expansion with add-on circuit cards. The new design provides full access to the 68000 bus and power supply, and fixtures have been provided for installing a circuit board inside the case. Further expansion is possible by routing the bus outside to an external card-cage. RAM expansion up to 16 megabytes and networking capabilities will soon be available from Atari as low-cost add-ons.

The Mega ST's detachable keyboard is designed to the highest ergonomic standards for convenience and ease of use. Connected to the system unit by a coiled cable, the new keyboard can be held comfortably in the lap. When placed on the desktop, adjustable legs fold down to support the unit at the preferred typing angle. Internally, the keyboard has been enhanced with high-quality key switches for improved tactile and auditory feedback, better "feel," and increased reliability.

Where does the Mega line stand in relation to other Atari products? "They're our flagships," says Atari spokesman Neil Harris. "The Mega STs represent Atari's continued strong support of the ST architecture." They are also physical proof that Atari has been listening to its users and taking their advice seriously. "Most of

the improvements we've made in the basic ST design have been taken from 'wish lists' that have come out of our dialogue with users over the past year," Harris says.

With vastly expanded memory, an open architecture, a more compact configuration with integrated peripherals, and an improved keyboard, the Mega machines are clearly intended as "professional" computers. Networking capabilities and sufficient memory for running multiple, co-resident applications, plus the promise of desktop publishing (in combination with the upcoming Atari laser printer) are sure to make the Mega ST an office favorite in the coming year.

Review

"and in this corner..."

by Tony Borbely

Accolade, a newcomer to ATARI software, has come out with another program ported over from the C64. FIGHT NIGHT is a boxing game/construction set. Upon boot-up, if you select boxing, you enter the arcade section of the game. Here you box with world contenders, starting with the 4th ranking and working your way up to the champ. The contenders have various weaknesses and strengths, except for the champ. His strengths are everything and his weaknesses are nothing, a very tough character. The joystick gives you 8 movements, blocking, fakes, movement, punches and jabs.

The object of the game is to KO the contender, by landing blows to the body and head of your opponent, while avoiding similar injury. There are three 3-minute rounds in each match. Points accumulate through each round. If at the end of the third round, there is no KO, the player with the most points wins by decision.

FIGHT NIGHT also allows you to construct up to 24 of your own boxers, by combining a variety of body parts and attributes. The constructed boxers may be human or computer controlled. Human controlled boxers enable you to play another person in the sparring or tournament modes. You can also play two computer controlled boxers against each other, and watch them fight.

While FIGHT NIGHT is not as exciting or as fast as World Karate Championship, it is a very good game, one worth having.

Electronic Pulp**"Leather Goddesses" Turn Earthmen Phobic!**

For those gamers who need no introduction to Infocom adventures, I will offer this succinct mini-review: *Leather Goddesses of Phobos* is from Infocom. Buy. Enjoy.

This is all you have to know.

If, however, you are new to computer adventure games, read on: a more complete review of *Leather Goddesses of Phobos* (LGOP), Infocom's newest standard-level, all-text release, follows.

In 1926, an immigrant from Luxembourg named Hugo Gernsback created *Amazing Stories*, which, according to Isaac Asimov, marked the beginning of modern science fiction (and which, according to Brian Aldiss, did more harm to SF than good). "The Skylark of Space" by E.E. "DOC" Smith appeared in print in 1928; and by 1930, there were three pulp magazines devoted to science fiction adventures: *Amazing Stories*, *Science Wonder Stories*, and *Astounding Stories of Super-Science*.

In 1932, Huxley's *Brave New World* was published, and in 1937, John W. Campbell became editor of *Amazing Stories*. He proceeded to move science fiction out of an era marked by adventure, and into a new phase guided by science.

Written by Steve Mertzy, (Planetfall, *Sorcerer*, *A Mind Forever Voyaging*, and co-author of *Hitchhiker's Guide to the Galaxy*), LGOP is a sexy, comic spoof of those treasured science fiction adventures of the '30s.

The adventure begins in 1936. While you are attending to certain duties in a sleazy bar in upper Sandusky, Ohio, *The Leather Goddesses* are preparing to invade Earth in order to make it their personal world of sexual pleasure. You are promptly kidnapped and left in a carpeted cell. Accompanied by a fellow prisoner, you must foil the dastardly plan of the *Leather Goddesses* by searching the solar system for the parts needed to construct a super-duper anti-*Leather Goddess* attack machine.

As usual, the Infocom parser is top-notch; not only will it recognize over 900 words, but it will handle complex commands, various prepositions, and three kinds of questions.

But the nifty plot line and the state of

the art parser are only part of what make LGOP so excellent: there are bonuses involved here.

Early on, through a decidedly mundane command entry, you must identify your sex: the male version differs in obvious ways from the female version. There are three "naughtiness levels": Tame, Suggestive (the default level), and Lewd, which correspond roughly to the G, PG, and R ratings given to movies. Tame (YAWN) is suitable for all ages, suggestive, though laden with innuendo, won't offend anyone, while Lewd will give all the right wingers fits.

Lewd, of course is the most fun. I found nothing particularly shocking and the "R" rating seems extreme. Any kid who has played Little League baseball already knows the language. Any parents who think their sons or daughters haven't heard it aren't living in the 1980's. In fact, the under 10 crowd has entered the same language (and worse) into the Zork parser, just to see how the game might respond.

As for the sexual content, I found the same innuendo in both Suggestive and Lewd levels. Moreover, sex is a fine topic for a comedy, especially these days when money is the usual subject of interest.

Despite the harshness of the "R" rating, it is easy to imagine people who might be offended. I want to remind parents that Mr. Meese still hasn't defined pornography. I don't have to remind youngsters to play Lewd when the folks are at the local cinema watching *"Blue Velvet."*

Included in the package are more goodies: A 3-D Booklet titled "The Adventures of Lane Mastodon," a pair of 3-D glasses, a map of the catacombs, and a "scent-sational" "multiple-use, scratch and sniff card" (which, under penalty of death, you'd better not sniff until the game prompts you to!). The 3-D effects are better than average: there is hardly any blurring and my eyes weren't at all strained.

Infocom has always had what appears to be an infinite capacity for detail. Their game packages are ideas made real. From the suggestive front cover drawing, to an amusing Infocomix parody of a pulp magazine "You Can Do It" advertisement, to the back cover description of what has been "thrust" into each LGOP package, every small detail

adds to the whole.

This is right up there with National Lampoon, a publication that has garnered many design awards and whose every issue reveals the same attention to the myriad details of a single theme.

Newcomers to Infocom's interactive fiction can't go wrong buying any of their games. Even the lesser efforts of BALLYHOO, SEASTALKER, or CUTTHROATS are so far ahead of all other available text or text/graphics adventures, that the mini-review which opened this article is as appropriate to the novice adventurer as it is to the veteran: Leather Goddesses of Phobos is from Infocom. Buy. Enjoy.

Those Fabulous Floppies of the Month

DISK LIBRARY UPDATE

We have not been able to bring you articles on the disk of the month for the last few months. We hope to have the problems corrected soon. The following is a short description of some of the programs that have been on the disks recently.

DECEMBER DISK OF THE MONTH

BIKER.BAS - This game very closely resembles an arcade game of a few years ago. You ride your motorcycle across the screen working your way down toward the bottom. If you have the correct amount of speed you try to successfully jump an ever increasing number of barrels.

C64KILL.BAS - This program resembles the popular APPLE KILL demo that has been around

for a year or so with added sound effects and graphics but with the Commodore 64 as the target of ATARI'S wrath.

OILWELL.OBJ - A demo of the processes used in drilling an oilwell and the steps used in refining the oil afterward. It has very good graphics and is very interesting.

SLOTMACH.OBJ - A German slot machine game with exceptional graphics and sound, very close to professional quality.

TACWAR.XMO - A tactical war simulation similar to EASTERN FRONT. This program requires BASIC XL, but for those of you who do not have BASIC XL the BASIC XL runtime kit is included, so you can still use the program. The documentation on how to use the runtime kit is included, and it will work with many programs that require BASIC XL.

JANUARY 87' DISK OF THE MONTH

ATWRTDRV.BAS - A utility for creating printer drivers for Atariwriter. All you need is to know your printer's control codes and you can create your own custom drivers.

CASSLBLR.BAS - A program for printing labels for cassettes. All you need to do is cut out the label from the sheet of paper and fold on the dotted lines.

DATECAL.BAS - Print up a calendar for almost any month or year. It also has a way to list your special days.

QUICKMNU.OBJ - Creates a three sector menu that does not use any disk space. For use with binary programs only. This program works in both single and double density.

SHRINK2.OBJ - Another utility for compacting a group of files for storage or for sending over the phone.

VIDTAPE.OBJ - Having problems trying to keep track of your VCR tape library? Now there is a program specifically designed to keep track of them. It also has an option to print a copy of your tapes for easy reading.

AMS DISK NUMBER 6

This disk contains a number of theme songs from some of today's most popular TV shows, such as CHEERS, DYNASTY, DALLAS and many others along with some themes from many popular movies such as Ghostbusters, Romancing the Stone and others.

Please remember to come to the meeting and help support your user group! While you are at it, why not buy a disk of the month?

FEBRUARY 1987

SAN LEANDRO COMPUTER CLUB

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3 MAIN MEETING 8PM-S.L. PUBLIC LIBRARY	4	5	6	7
8	9 ST SIG 8 PM CALL BOB: 352-8118	10 ASSEMBLY SIG 8 PM CALL FRANK: 471-8133	11 EXECUTIVE BOARD MEETING 8 PM CALL BOB: 352-8118	12	13 JOURNAL DEAD-LINE CALL JERRY: 233-9158	14
15	16	17 ATR8000 SIG & BBS SIG 8 PM CALL MIKE: 482-5061	18 EDUCATION SIG 7 PM CALL LOIS: 482-0674	19 BASIC SIG 8 PM CALL GUY: 582-5561	20	21
22	23 ST SOFTWARE SIG 8 PM CALL BOB: 352-8118	24 PASCAL SIG 7PM CALL MIKE: 570-7478 VIP SIG 8PM CALL CHUCK: 632-1367	25	26 JOURNAL SIG 7 PM CALL BOB: 865-1672 TO HELP	27	28

WRITE A JOURNAL ARTICLE ANY DAY!!

Autorun**Disable BASIC Easily**

(Reprinted from MONITOR issue 11 the U.K. ATARI club newsletter)

For those of you who load binary files with an AUTORUN.SYS menu loader, the following procedure will allow you to boot without holding down the OPTION key.

Boot a DOS 2.0s disk while holding down the option key (for the last time). Then place your AUTORUN.SYS loader file in the drive. Now hit the "E" option to rename the loader (e.g.: AUTORUN.SYS, AUTORUN.OLD). Next hit the "K" option to binary save AUTORUN.SYS at a starting address of D301 and an ending address of D301 (e.g.: AUTORUN.SYS, D301, D301). This places an "FF" in decimal position 54017 which tells OS to disable BASIC. Finally hit the "C" option to append AUTORUN.OLD to the just saved AUTORUN.SYS file (e.g.: AUTORUN.OLD, AUTORUN.SYS/A).

(editor's note: You may wish to try this modification on other disks and also try DOS 2.5)

Review**International Karate**

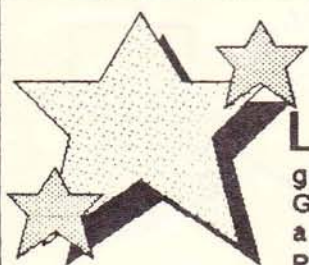
World KARATE championship, just released by EPYX is a truly outstanding game. Its excellent graphics, musical score, superb sound effects, and first-rate playability make it a "MUST HAVE" in everyone's collection.

It's a karate game that takes place in 8 international settings. Your joystick control gives you 16 possible moves, ranging from high, medium, and low punches and kicks to back spin kicks and spinning lunge punches. You can play the computer or an opponent. Points are awarded according to punches delivered, with higher points given for the more devastating blows. Higher belts are given as your point score increases, starting with a white belt and going up to a black belt. Between rounds there are tests of skill which you must pass in order to advance.

As I said this is a first-rate game. The only difference between this and the arcade's Karate Champ is the absence of speech synthesis. If you've considered purchasing this game, DO IT! You won't be disappointed.

QUALITY ST SOFTWARE

from MIGRAPH

**LabelMaster**

Once you try LabelMaster you'll never use plain labels again! This great program is GEM based and contains a Graphic Editor to create your own designs and a mailing list manager. Packed with features, PLUS 100 ready-to-use designs. With LabelMaster the possibilities for home and business are endless.....\$39.95



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FAST

At last! A quality desktop accessory that combines several tools into one handy program. ST DOS lets you perform desktop functions like copying files, formatting disks, viewing directories and more while in your favorite GEM program. Keep your mailing list and print out labels or other formats with the Card File. ST Editor is a full featured text editor used by programmer and novice alike. You can leave the editor and later return without reloading your file. These accessories alone will save you time, work and aggravation, but Fast also includes a calculator, calendar, ASCII table, and clock.....\$49.95

Easy-Draw

Here's the program you've been waiting for to create: flyers, newsletters, forms illustrations, floor plans, landscape designs, ads like this one, and much more! Easy-Draw is an object-oriented drawing program that's great for Desktop Publishing because it loads text files. So now you can combine text from other programs with drawings from Easy-Draw and place them on a page in any format. Easy-Draw does away with messy paste-ups and produces camera ready copy. Complete with features like zoom, edit polyline, flip and mirror, 39 patterns and more, Easy-Draw is the right tool for you! Clip Art and Fonts coming soon.....\$79.95

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Flash! Atari Comes to February Meeting

by Dick Scott

FLASH! FLASH! FLASH!---ATARI, INC. will be at our February meeting! User Group Coordinator Sandy Austin will bring along some of the latest items from ATARI. Hopefully, Shiraz Shivji, Atari's head of hardware engineering, will be able to come along with her.

Sandy is also going to demonstrate some new programs from Arrakis Software for education at the high school level, which will be a nice extension of last month's look at educational software for the younger set.

She will bring the 80 column adapter for the 8 bit machines. And possibly she will bring the new IBM compatible Atari PC just announced at CES. Cross your fingers...

You can be assured that there will be something of interest for everyone in the club.

I want to thank Lois Hansen and her son Steven for doing a great job in their presentation of educational software at the January meeting.

At the last meeting, I said that ELECTRONIC ARTS would be coming to our February meeting. Don't give up hope. I am still waiting for Scott Berlin of ELECTRONIC ARTS to find someone who can come to our meeting in March.

EA has a couple of new releases for the ST, "CHESS MASTER" and "ARTIC FOX". Also, there are a number of new releases for the 8 bit line, so it will be a good show when we can get our schedules together.

SLCC Journal

P.O. Box 1525, San Leandro, CA 94577



Next Meeting:

February 3, 1987 8pm
San Leandro Community Library
300 Estudillo Ave

TO:

186

87/05/08